

ANDREA MICHIELON

andrea.michielon97@gmail.com

+39 3382229508

Personal Website

Via Canaletta 15B, Monselice (PD), Italia

EXPERIENCE

R&D Department

December 2024 - Present

AI Engineer

Develop end-to-end computer vision and AI solutions for industrial applications.

Orobix LIFE S.r.l. - Agritech Department

July 2023 - December 2024

AI Engineer

Travagliato (BS), Italy

Built AI models and computer vision solutions for real-world challenges in Agritech.

Unitec S.p.A. - Research & Development Department

February 2022 - July 2023

Software Developer

Lugo (RA), Italy

Developed in-house software deployed on industrial machines used for fruits and vegetables classification.

Sony Europe B.V. - Stuttgart Technology Center

March 2021 - September 2021

Internship

Stuttgart, Germany

Master's thesis on "Automatic ToF camera localization for real and simulated scenes alignment"

PUBLICATIONS

Mind the Step: An Artificial Intelligence-Based Monitoring Platform for Animal Welfare

2024

Sensors, Vol. 24, Article 8042.

<https://doi.org/10.3390/s24248042>

Michielon, A., et al.

EDUCATION

Università degli Studi di Padova

September 2019 - October 2021

Master's Degree: ICT for Internet and Multimedia Engineering

Overall score: 110/110

Curriculum: Telecommunications (focused on Computer Vision and Machine Learning)

Courses held in English

Università degli Studi di Padova

September 2016 - September 2019

Bachelor's Degree: Information Engineering

Overall score: 98/110

Courses held in Italian

Liceo Scientifico C. Cattaneo di Monselice

September 2011 - July 2016

EXTRA

Graphic Designer

2016 - Present

Freelance illustrator using traditional (ink, watercolor, acrylic) and digital media (logos, merchandise, advertisements).

SKILLS

Languages

– Italian (Native), English (Advanced)

Programming and Tools

- Python (Advanced): Keras, TensorFlow, PyTorch, OpenCV, NetworkX
- MATLAB (Advanced): Signal Processing, Control Systems, Image Processing
- C++ (Advanced): OpenCV, MIL, NS3
- C# (Advanced), Java (Basic)
- HTML, CSS, JavaScript (Intermediate)
- Git (Advanced): GitHub, GitLab, TortoiseSVN

Productivity and Documentation

– LaTeX (Advanced), Excel/Google Sheets (Advanced), PowerPoint/Google Slides (Advanced)

Design and Multimedia

- Adobe Illustrator & Photoshop (Advanced)
- Unity, Blender, SparkAR (Basic)

INTERESTS

Practical Applications of Computer Vision and Augmented Reality

Development of Neural Networks and Deep Learning Models

Multimedia and Interactive Technologies